MISSION 4
THE INCESSANT XENO TIDE

"By the Throne, these hellspawn are fast!", yelled Brother Arrain, his bolter spitting death and blowing an advancing Genestealer apart in a spray of chitin and blood. "They are without end!"

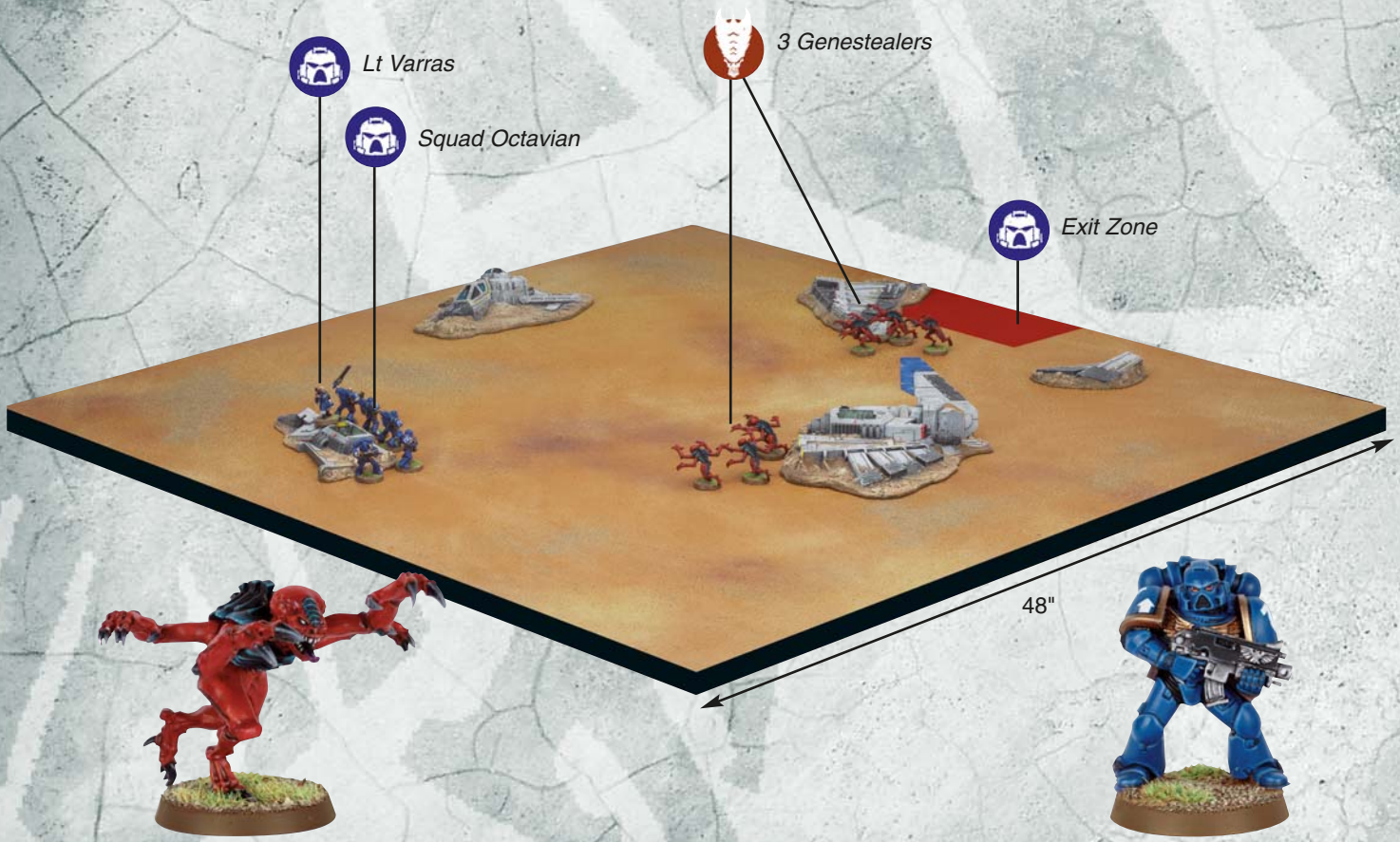
Octavian glanced towards Varras, now laden with the inert fusion core, and again across the battlefield to the approaching hordes. Against such odds, there was only one course of action – a fighting withdrawal towards clearer ground. They would fall back, shielding Varras and raining fire and fury down upon the Xenos. They were the Emperor's finest and they knew no fear. "Squad Octavian, fall back now. Kill the aliens! Kill them all!"

SET-UP

Terrain as Mission 1. The Ultramarines and Varras are placed as in Mission 3. The opposite table edge is the Exit Zone, 36" from the Space Marines. Place two units of three Genestealers next to two other pieces of wreckage. This time the Tyranid player goes first.

OBJECTIVES

- Ultramarines Win: All Space Marines reach the Exit Zone with the fusion core and gene-seed canister.
- Tyranid Win: More than two Space Marines and Varras killed.
- Draw: Any other result.



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TYRANIDS RULES

Move: *As previous.*

Assault: *Any Genestealers whose Assault move brings them into base contact with the Space Marines or Varras will fight in close combat. When moving the Genestealers into contact, they can spread out and attack different targets, so long as models from the same unit are no more than 2" apart. They cannot bypass unengaged models or move through gaps narrower than their base width.*

The Genestealer furthest back is unable to make contact with an enemy model, as it cannot fit between the other two models.

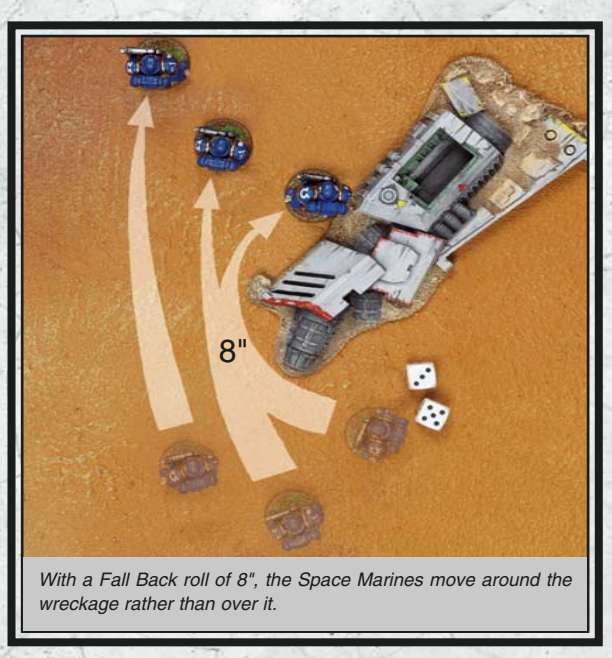
Genestealers are very fast and so get to strike first. They have two attacks, but on the turn they charge into assault, they gain a bonus attack, giving them three for that turn. D6 rolls of 3, 4 or 5 hit their target and have a chance to wound them. Varras is wounded on a subsequent roll of 3+, while the Space Marines are wounded on a 4+. Any To Hit roll that produced a 6 means the Genestealer instantly rends their opponent apart, tearing through their armour and killing them outright.

Saving throws: *Wounded models can make an Armour Save roll, to see if their armour prevents the wound. The Space Marines need to roll a 3+ to have their power armour save them, but Varras needs a 5+. Remember, saves cannot be made against Genestealers that roll a 6 to hit – their claws can punch straight through armour! Remove any Space Marine who fails his save. If Varras is incapacitated, he is picked up by the closest Space Marine (lie his model on the Space Marine's base as a reminder). If that model is later killed, move Varras to the next closest and so on – the squad will not leave him or the gene-seed canister behind.*

Fighting Back: *Any models that survive an assault strike back by rolling one attack each – Sergeant Octavian rolls an extra attack for his chainsword. The Space Marines hit the Genestealers on a 4+ and inflict a wound on a subsequent roll of 4+. Varras needs a roll of 4+ to hit and a subsequent roll of 5+ to wound. Genestealers have their own natural armour, and can avoid being wounded on a roll of 6 for their Armour Save. Genestealers that fail to save are removed.*

ULTRAMARINES RULES

Move: *The Ultramarines player is falling back, giving them a rapid, fighting retreat. Each turn the squad (including Varras) must move 2D6" in a direction chosen by the Ultramarines player, remaining within 2" of each another. They will even break off from combat with the Genestealers in order to continue falling back. The squad must move as directly towards the Exit Zone as possible, but may go around Genestealers and wreckage. If they wish to move over wreckage, cut the squad's move to half what they rolled (rounding up).*



With a Fall Back roll of 8", the Space Marines move around the wreckage rather than over it.

Shoot: *The Ultramarines may shoot at one Genestealer unit per turn, as detailed in Mission 3. However, as they are on the move, they may only rapid fire. Varras and Octavian get a single shot with their pistols and the flamer Marine fires as normal.*

Carrying the Fusion Core: *Varras or any Space Marine can carry the core but it may not be passed from model to model while moving. If the carrying model is killed, the core is picked up by the closest friendly model. If that model is later killed, move the core to the next closest and so on.*